Datasoft

Premier Arcades™

64 ATARI

Mr. Do!™

ATARI INSTRUCTIONS

REQUIREMENTS

- Atari Home Computer (48K)
- Compatible disk drive
- TV set or video monitor
- Joystick(s)

GETTING STARTED

Cassette Loading

Turn off your computer and remove all cartridges. Connect joystick(s). (Two joysticks are necessary for two-player competition). Turn on the power to your video monitor.

1. Connect your tape player to the computer.
2. Insert the Mr. Do cassette into the tape player and press PLAY. Remember to rewind the tape if previously played.
3. Hold down the START key (on computer) while you turn on the computer.
4. After you hear the buzzer, press RETURN. The game will load and run automatically.

Disk Loading

1. Turn off your computer and connect joystick(s).
2. Turn on your TV or video monitor and disk drive #1.
3. After the red "drive busy" light goes out, insert the Mr. Do™ diskette into the disk drive with label side facing up. Close the drive door.
4. Turn on the computer. The game will load and run automatically.

COMMODORE 64 INSTRUCTIONS

REQUIREMENTS

- Commodore 64™ Computer
- VIC-1541 disk drive or compatible cassette recorder
- TV set or video monitor
- Joystick(s)

GETTING STARTED

Cassette Loading

1. Insert the Mr. Do'™ cassette into your tape player. (Rewind tape first if necessary).
2. Turn on the computer. Hold down the SHIFT key and press the RUN/STOP key.

Disk Loading

1. Turn on the power to your disk drive.
2. Insert the Mr. Do diskette into the drive and close the drive door.
3. Turn on the computer. When READY appears on the screen, type LOAD"*", 8, 1 and press RETURN.

GAME CONTROLS AND INDICATORS

Select Number Of Players by pressing the OPTION/f3 key.

Start game by pressing START/f7 or the joystick button.

Move Mr. Do through the cherry field by pressing the joystick in the direction you want him to travel.

Hurl Powerball by pressing the joystick fire button.

Pause a game by pressing the SPACE BAR. Resume play by pressing the SPACE BAR again.

Number Of Lives Remaining are displayed at the bottom left corner of the screen.

Turn Sound Off by pressing the S key. Turn it back on by pressing S again.

Scores are displayed at the top of the screen.

Top Score for this session of play is displayed at the bottom right corner of the screen.

Restart Game and return to the title page by pressing SYSTEM RESET/f1.

SCORING

Cherries:	Single	50
	Eight in a row	additional 500
Monsters:	Destroy monster with powerball	500
	Crush monster with apple	1,000
	Crush two or more monsters at a time with an apple.	
	2	2,000
	3	4,000
	4	6,000
	5 monsters and over	8,000
	Destroy all EXTRA monsters	One extra Mr. Do

Capture the centre treats for the following points.

Cake	1,000
Cookies	1,500
Pudding	2,000
Ice Cream	2,500
Hamburger	3,000
Cake	3,500
Chocolate	4,000
Sandwich	4,500
Milk	5,000
Fried egg	6,000
Hot cake	7,000
Orange Juice	8,000

Bonus: For capturing the lucky diamond you will receive 8,000 points and exit the current screen.

STRATEGY

Your goal is to eat as many cherries and centre treats as you can while defending yourself against the monsters with your super powerball and the giant falling apples.

There are four types of monsters to look out for: regular monsters, boss monsters (the EXTRA letter monsters), henchmen, and diggers. Of all the monsters, only the diggers can dig tunnels. The regular monsters will occasionally change into diggers, so beware!

The boss monsters have a letter on them (watch the word EXTRA at the top of the screen) and appear whenever you eat the centre treat, and at every 5,000 points and multiples thereof. (A boss monster will only appear if he is covering a letter not already released and destroyed). When the boss monster appears after you, eat the centre treat, the boss monster's henchmen accompany him. The henchmen cannot always be destroyed by falling apples. If you destroy a boss monster first, before destroying his henchmen, all his henchmen will change into apples. If you can destroy all the EXTRA boss monsters, you will be rewarded with an extra Mr. Do.

And look for the lucky diamond that appears in some fallen, broken apples. Grab it for a giant bonus!